

GAME DEVELOPERS CONFERENCE
MOSCONE CONVENTION CENTER – SAN FRANCISCO
March 20 – 22, 2019
South Hall – Pav. S827



GAMES IN ITALY

ITCA 
ITALIAN TRADE AGENCY


Ministero dello Sviluppo Economico

AESVI
ASSOCIAZIONE EDITORI SVILUPPATORI VIDEOGIOCHI ITALIANI



Message from The Italian Trade Commissioner

San Francisco, CA – March 20th, 2019

Dear Industry Associates,

I would like to extend to all of you a warm welcome to Game Developers Conference 2019.

This year the Italian Trade Agency together with the Italian Games Industry Association (AESVI), is presenting 12 leading Italian Gaming Companies that will exhibit a wide range of technologies and products.

There are over 120 game development studios operating in the gaming industry in Italy, most of them are working mainly on PC or mobile games (iOS, Android/Windows Phone). In addition to the development of commercial game titles, Italian companies are also skilled in educational projects, advergames and third-party projects.

“Games in Italy” is a brand created to promote “Made in Italy” for the Game Industry abroad and to identify the best for this industry in our country.

The companies you will visit during the show garner technical achievement and creativity and hold the capability to actively adapt to the robust videogame market. You will find the Italian Pavilion an ideal place to navigate innovative and unique products from the country of Italy.

We will be pleased to welcome you at the Italian Pavilion: let us know if we can be of help. We are looking forward to working closely with you in Los Angeles and elsewhere.

Warmest wishes,

Florindo C.D. Blandolino
Trade Commissioner



The Italian Game Industry

The Italian Games Industry is one of the youngest in a sector quite young itself. Besides some structured companies that were founded in the late 80s and 90s, it has raised mainly in the last 5 years with the establishment of several game development studios.

Nowadays more than 120 companies are operating in game development in Italy. They are working mainly on PC and mobile games. In addition to the development of **commercial game titles**, Italian companies are also skilled in **educational projects, advergames**, and in **work-for-hire**.

At the beginning of 2011 AESVI, the Italian Games Industry Association, launched a specific program for Italian game development companies with the aim to build an action plan to support the enhancement of our national industry both on local than on international side.

At the end of 2012 AESVI gave life to **Games in Italy**, a brand created to promote the so called "made in Italy" in game development abroad and at the same time a guarantee to easily identify the very best of Italian gaming industry companies.

Game Developers Conference 2019 is a unique opportunity to show that Italian companies can be a real business soul mate in game development. This is the reason why we are glad to take part in such an important event and to do it thanks to an Italian public body, the **Italian Trade Agency (ITA)**, that gave its economic support a group of game companies.

INDEX BY COMPANY ACTIVITIES

COMPANY	DEVELOPMENT						MARKET			PUBLISHING	SERVICES / OUTSOURCING				
	MOBILE	WEB	PC/MAC	CONSOLE	VR	OTHER	B2B	B2C	EDUCATIONAL		3D GRAPHICS	2D GRAPHICS	DESIGN	PROGRAMMING	AUDIO PRODUCTION
34BigThings	●	●	●	●	●			●		●					
Centric A			●	●			●	●			●		●		
Digital Tales	●	●	●	●	●	●	●	●	●	●	●	●	●	●	
Italian Games Factory		●	●	●	●		●		●	●	●	●	●		
Just Funny Games	●	●	●	●	●		●	●	●		●	●	●	●	
Milestone	●		●	●				●							
MixedBag	●		●	●	●		●	●		●			●	●	
Strelka Games	●		●	●				●		●					
Studio Evil	●	●	●	●	●	●	●	●	●						
Tiny Bull Studios	●		●	●	●		●	●			●		●	●	
Trinity Team	●		●	●			●	●	●				●		
Untold Games			●	●	●		●	●					●		

INDEX BY GENRE OF PRODUCTION

COMPANY	ACTION	ADVENTURE	ARCADE	EDUCATIONAL	FAMILY	KIDS	PUZZLE	RACING	ROLE PLAYNG	SIMULATION	SPORTS	STRATEGY	OTHER
34BigThings	●	●	●		●		●	●	●		●	●	
Centric A	●	●	●						●			●	
Digital Tales	●	●		●				●	●	●	●	●	
Italian Games Factory				●					●	●		●	●
Just Funny Games	●	●	●	●	●	●	●	●	●	●	●	●	●
Milestone								●					
MixedBag	●	●	●		●	●	●						
Strelka Games	●	●	●		●						●		●
Studio Evil	●	●	●	●	●	●	●		●	●		●	
Tiny Bull Studios	●	●		●			●						
Trinity Team	●	●	●	●	●	●	●					●	
Untold Games		●								●		●	



ITALIAN TRADE AGENCY

For further information regarding the Italian Trade Agency activity to promote Italian Audiovisual and Game Industry, please contact:

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Florindo C.D. Blandolino (ITA Los Angeles)
Patrizia Fedele (ITA Los Angeles)
Mara Cubeddu (ITA Los Angeles)
Patrizia Fidanza (ITA Rome)

The Italian Trade Agency is the Italian government organisation working to develop, facilitate and promote economic and commercial relationships abroad, and marketing Italian goods and services internationally. It further promotes the "Made in Italy" image around the world and Italy itself as a destination for foreign investment. The Italian Trade Agency is subject to the authority and supervision of the Ministry of Economic Development. Through its international presence, within the Italian diplomatic network, the Italian Trade Agency operates together with business organisations and other public and private entities to offer coordinated support for businesses and Italian organisations involved in the globalization process.

From its Rome headquarters, with offices in Milan and around the world, the Italian Trade Agency provides information, assistance and promotion services to businesses and institutions, encouraging cooperation within the industrial, agricultural and agri-food sectors, distribution and tertiary businesses, to expand the presence of Italian companies on international markets.

The Italian Trade Agency has a dedicated program of activities to promote the **Italian audiovisual and Game industry abroad** with several promotional events every year in Europe and North America.



AESVI is the Association representing all sectors of the games industry in Italy, including publishing and development. The Association serves the shared interests of all industry players and works to promote the growth of the games industry in Italy and to increase its international competitiveness. AESVI produces reports related to the Italian games market and industry, promotes group trips at the most important international fairs, organizes national events to support industry growth, develops relations with national and local public institutions, promotes media relations both nationally and internationally, as well as legal, accounting and business assistance.

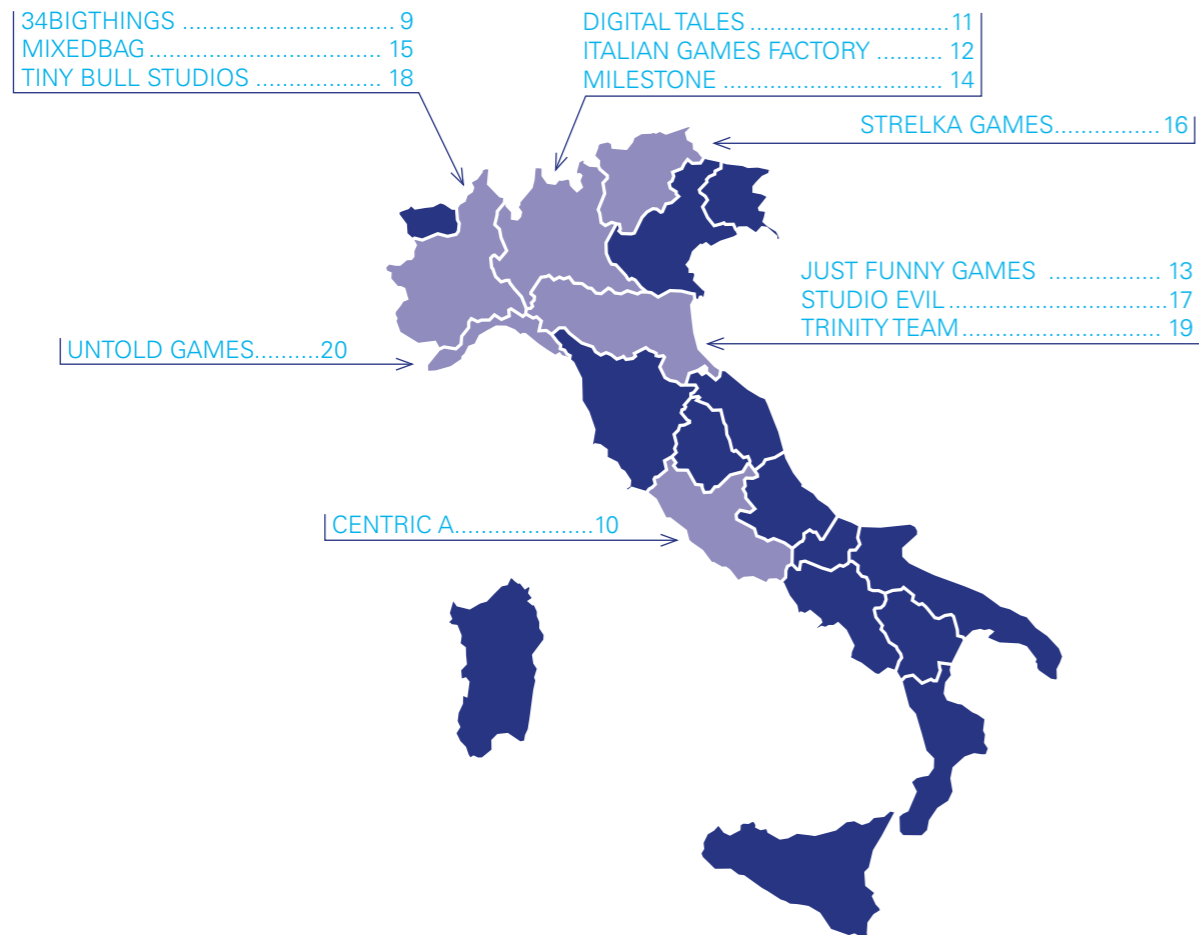
AESVI is the promoter of **Milan GamesWeek** (www.milangamesweek.it), the official Italian video game consumer show, and of the **Italian Video Game Awards** (www.italianvideogameawards.com), Italy's top game awards. It is also the organizer of the **Games Industry Day**, the annual gathering between the games industry and public institutions in Italy.

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INDEX Italian companies at Game Developers Conference 2019



Company Profile

Originally founded by three MSc students from the IT University of Copenhagen in 2013, 34BigThings started in a living room. It is now one of the biggest independent game studios in Italy. Born out of sheer passion and self-sustained throughout, it's a variegated group of game developers making games they love in a laid-back working environment.

Key Projects at Game Developers Conference 2019

Redout: Space Assault

Genre: Action
Platform: PC/MAC, Console
Stage of Development: advanced/final stage of development
Looking for: publishing/distribution deal

Redout 2

Genre: Racing
Platform: PC/MAC, Console
Stage of Development: concept/prototype
Looking for: funding, publishing/distribution deal

Solitude

Genre: Adventure
Platform: PC/MAC, Console
Stage of Development: concept/prototype
Looking for: funding, publishing/distribution deal



34BIGTHINGS

www.34bigthings.com

Representatives at Game Developers Conference 2019

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Centric A (a brand of Evocentrica Srls) is a tiny independent studio based in Rome, Italy. We are truly passionate video-games lovers, old school players since the 80's. The core business of the company has focused in the past on B2B development for web (services, platforms, ecc), mobile, graphics, video and IoT. Since 2016, the company has steered towards video-game development, and it's been fully devoted to its first title X-Light since then. "The new Made in Italy" is our vision.

Key Project at Game Developers Conference 2019

X-Light

Genre: Action, Arcade
 Platform: PC/MAC, Console
 Stage of Development: in production
 Looking for: publishing/distribution deal



CENTRIC A

www.evocentrica.it

Representatives at Game Developers Conference 2019

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Founded in 2006 and based in Milan, with offices in Rome and Miami, DigitalTales develops games, e-Learning solutions and anything in between, combining user-friendly technology and strong graphic appeal. Its racing and action-adventure games are based on a proprietary cross-platform C++ framework and third-party engines. Besides collaborating with established developers and publishers, the studio has self-published chart-topping, award-winning mobile games totaling over 35M downloads worldwide.

Key Project at Game Developers Conference 2019

Bookbound Brigade

Genre: Adventure
 Platform: PC/MAC, Console
 Stage of Development: advanced/final stage of development
 Looking for: publishing/distribution deal



DIGITAL TALES

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Representatives at Game Developers Conference 2019

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Company Profile

Born by the merger of IV PRODUCTIONS (30+ years in game development) and iMASTERART (digital art academy and production), the company aims to create the best accessible (for blind people or people with disability) and inclusive games, featuring high quality contents just like mainstream products for PC and CONSOLE, with a unique IP and an innovative gameplay and user interface.

The company is also specialized in cultural, social and scientific games for B2B, in collaboration with Italian universities and public administrations.

Key Project at Game Developers Conference 2019

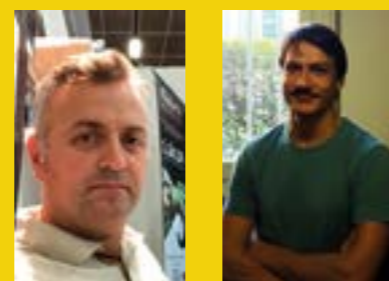
Haunted Space – Raiders of the Sonic Matter

Genre: Other

Platform: PC/MAC, Console, VR

Stage of Development: in production

Looking for: funding



ITALIAN GAMES FACTORY

www.italiangamesfactory.com

Representatives at Game Developers Conference 2019

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HAUNTED SPACE
RAIDERS OF THE SONIC MATTER



Company Profile

JUST FUNNY GAMES S.R.L. has been founded in October 2009. Provides professional services for game development, ranging from 2D and 3D graphics, UI/UX concept design, SKU development, multi-platform game development and porting, Virtual Reality and Augmented Reality development and R&D. The company has self-produced and published several original IPs on digital stores.

Key Projects at Game Developers Conference 2019

The New – KUDOKU

Genre: Puzzle

Platform: Mobile, Web

Stage of Development: in production

Looking for: funding, publishing/distribution deal

Financial Tycoon

Genre: Educational, Simulation, Strategy

Platform: Mobile

Stage of Development: advanced/final stage of development

Looking for: funding, publishing/distribution deal

Ryft

Genre: Strategy

Platform: Mobile, PC/MAC

Stage of Development: concept/prototype

Looking for: funding, publishing/distribution deal



JUST FUNNY GAMES

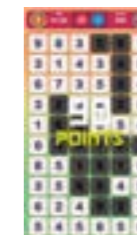
www.justfunnygames.com

Representatives at Game Developers Conference 2019

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Founded in Milan in 1996, Milestone S.r.l. is one of the leading and longest established racing game developers in the world. The 200-people team is responsible for hit series like MotoGP™ and MXGP –The Official Motocross Videogame as well as own IPs Ride and Gravel. Milestone is fully privately owned and self-funded independently.

Key Project at Game Developers Conference 2019

Ride 3

Genre: Racing

Platform: PC/MAC, Console

Stage of Development: advanced/final stage of development

Looking for: publishing/distribution deal



MILESTONE

www.milestone.it

Representatives at Game Developers Conference 2019

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Founded in 2013 by ex journalist Mauro Fanelli and graphic designer Andrea Gellato, MixedBag is an independent Italian development studio focused on creating and developing new IPs for console, PC and mobile. MixedBag has a strong technical background and has successfully launched games on PlayStation 4, PlayStation Vita, Nintendo Switch, Nintendo 3DS, Wii U, Xbox One, iOS, Steam and Apple TV.

Key Project at Game Developers Conference 2019

Futuridium NEXT

Genre: Action, Arcade

Platform: Mobile, PC/MAC, Console

Stage of Development: concept/prototype

Looking for: funding, publishing/distribution deal



MIXED BAG

www.mixedbag.it

Representative at Game Developers Conference 2019

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Company Profile

Strelka Games is a project by Belka, an Italian digital agency. The team is composed of 3 developers, 1 game designer, 2 artists and a producer. We developed one mobile game (Tricky Traps: the videogame), a pc game (Red Rope: don't fall behind), a Nintendo Switch game (Circle of Sumo) that we are currently expanding with an online version and some DLCs. Now we are in the making of our new production, an online multiplayer shooter with rouge-like and farming mechanics.

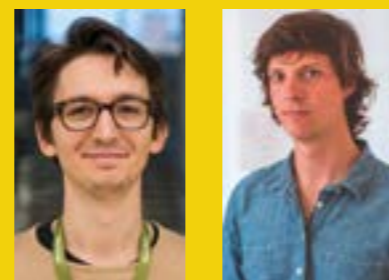
Key Projects at Game Developers Conference 2019

Hell is Others

Genre: Action
Platform: PC/MAC, Console
Stage of Development: in production
Looking for: funding, publishing/distribution deal

Circle of Sumo

Genre: Other
Platform: PC/MAC, Console
Stage of Development: advanced/final stage of development
Looking for: publishing/distribution deal



STRELKA GAMES

www.strelkagames.com

Representatives at Game Developers Conference 2019

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Company Profile

Studio Evil is a video game development team from Bologna, founded in 2011 by three long-standing professionals. Their first project is Syder Arcade, a side-scrolling, multi-directional shoot 'em up. The team has then developed Relive, an applied game which aim is to raise awareness of the importance of CPR. The team is currently working on Super Cane Magic ZERO, an action RPG game created in collaboration with the artist Sio, now available on Steam and soon on Nintendo Switch and PS4.

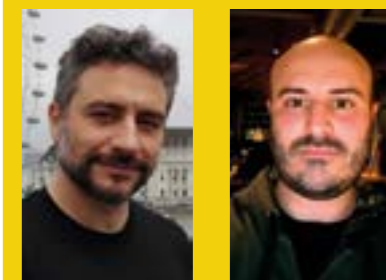
Key Projects at Game Developers Conference 2019

Beast and the Hero (working title)

Genre: Action, Adventure, Role Playing
Platform: PC/MAC, Console
Stage of Development: concept/prototype
Looking for: funding, publishing/distribution deal

Super Cane Magic ZERO

Genre: Action, Role Playing
Platform: PC/MAC, Console
Stage of Development: advanced/final stage of development
Looking for: publishing/distribution deal



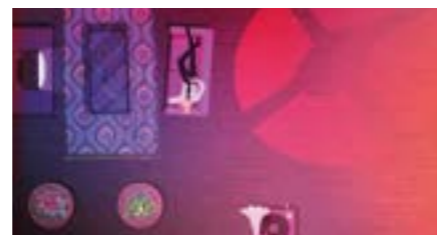
STUDIO EVIL

www.studioevil.com

Representatives at Game Developers Conference 2019

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Marco di Timoteo
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Company Profile

Tiny Bull Studios is an indie game developer based in Turin, Italy. The idea was born from the video game passion of Matteo and Rocco, two Virtual Reality and Multimedia students, now leading a team of skilled professionals. The studio's mission is to meticulously craft new experiences for the player, enabling them to discover juicy and peculiar worlds through fun and emotion. In 2018 TBS released two brand new games: the VR adventure "Blind" and the lovecraftian gamebook "Omen Exitio: Plague".

Key Projects at Game Developers Conference 2019

Skill Steal

Genre: Action
Platform: PC/MAC, Console
Stage of Development: concept/prototype
Looking for: funding, publishing/distribution deal

Omen Exitio: The Silver Key

Genre: Adventure
Platform: Mobile, PC/MAC
Stage of Development: concept/prototype
Looking for: funding, publishing/distribution deal

Alone Together

Genre: Adventure, Strategy
Platform: PC/MAC, Console
Stage of Development: concept/prototype
Looking for: funding, publishing/distribution deal



TINY BULL STUDIOS

www.tinybullstudios.com

Representatives at Game Developers Conference 2019

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Company Profile

Trinity Team is a videogame development studio. The company was born with the project "Schiaffi & Fagioli", a free demo of a video game inspired by Bud Spencer and Terence Hill released in October 2015 during a competition of developers. The success of the demo allowed the team to get in touch with the two actors and obtain the authorization for the development of the official videogame "Bud Spencer & Terence Hill - Slaps And Beans".

Key Projects at Game Developers Conference 2019

Bud Spencer & Terence Hill - Slaps And Beans

Genre: Arcade
Platform: PC/MAC, Console
Stage of Development: advanced/final stage of development
Looking for: publishing/distribution deal

Nightmare's Tales

Genre: Action, Adventure
Platform: PC/MAC, Console
Stage of Development: concept/prototype, in production
Looking for: funding, publishing/distribution deal

Last Hours

Genre: Action, Adventure
Platform: PC/MAC, Console
Stage of Development: concept/prototype
Looking for: funding



TRINITY TEAM

www.trinityteamgames.com

Representatives at Game Developers Conference 2019

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Company Profile

We create PC and console games with deep storytelling and a strong emotional impact. We also provide development services for third parties, from rapid prototyping to the development of full multiplatform games, VR arcade simulators, and immersive experiences.

Key Projects at Game Developers Conference 2019

TerraMars

Genre: Strategy, Other

Platform: PC/MAC, Console

Stage of Development: in production

Looking for: funding, publishing/distribution deal

City20

Genre: Action, Adventure, Strategy, Other

Platform: PC/MAC, Console

Stage of Development: concept/prototype

Looking for: funding, publishing/distribution deal



UNTOLD GAMES

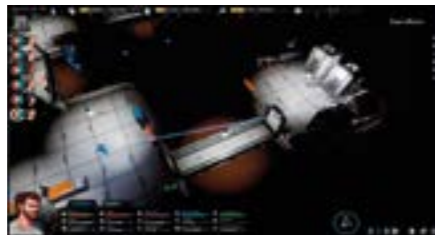
www.untoldgames.com

Representative at Game Developers Conference 2019

Elisa Di Lorenzo

Co-founder and COO

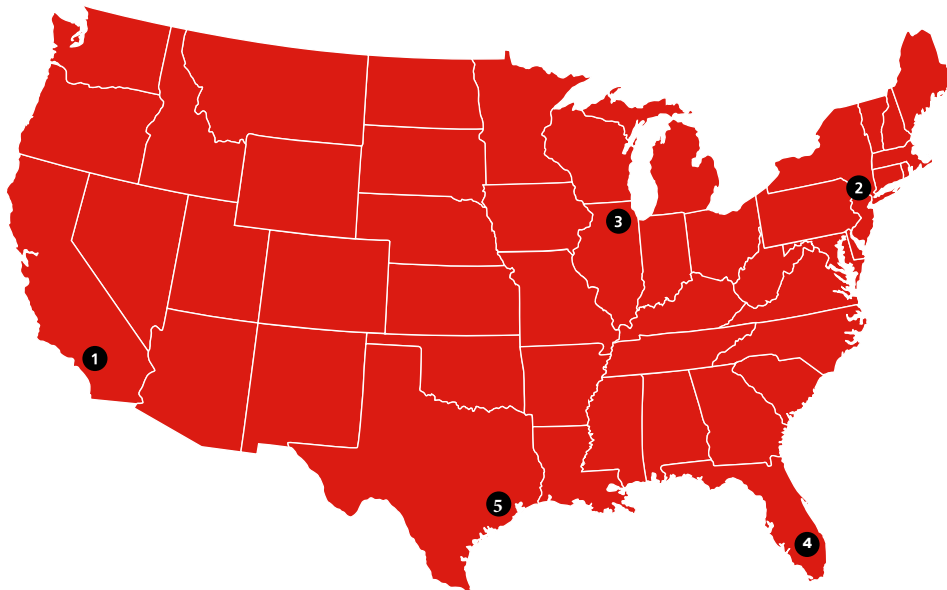
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